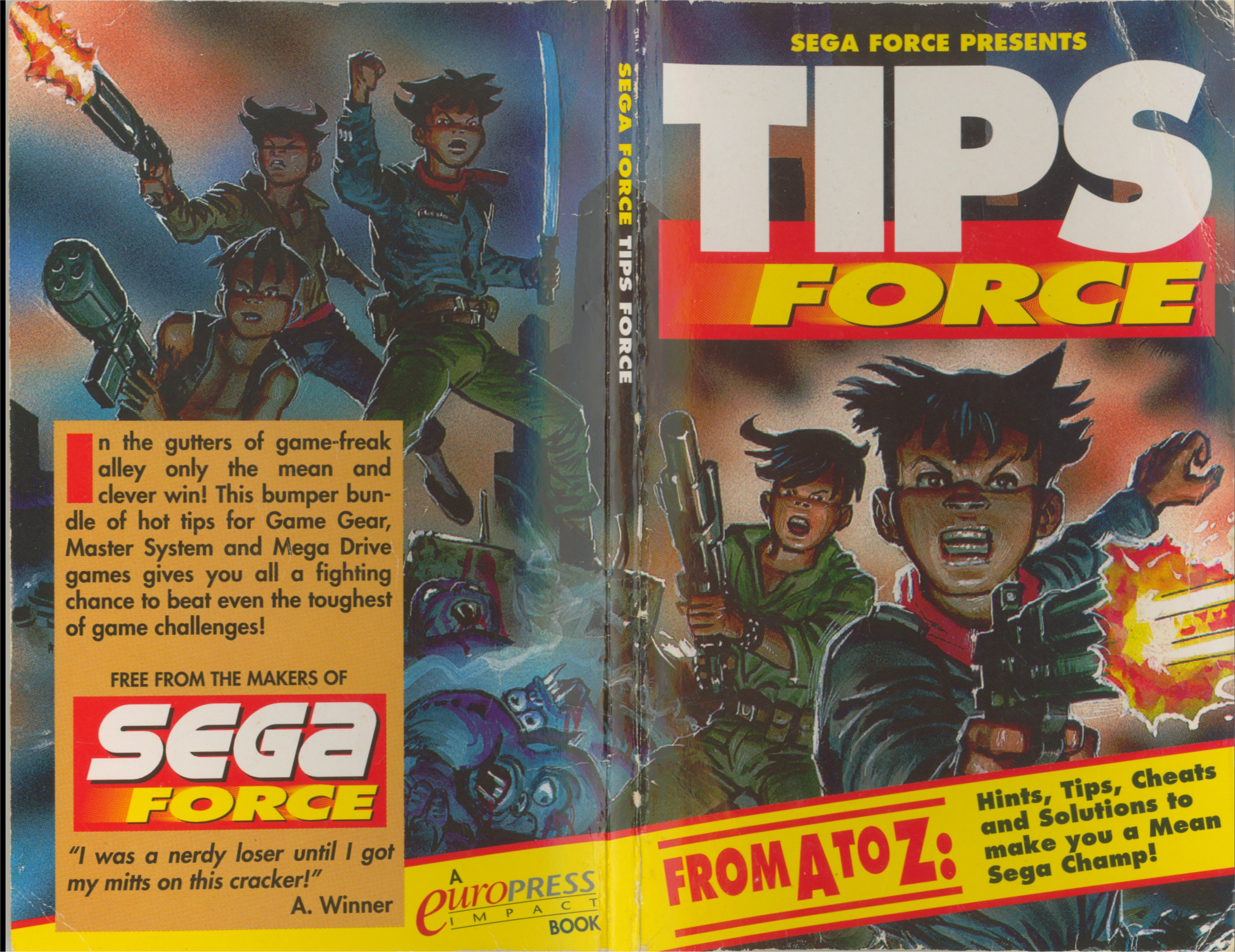


In the gutters of game-freak alley only the mean and clever win! This bumper bundle of hot tips for Game Gear, Master System and Mega Drive games gives you all a fighting chance to beat even the toughest of game challenges!
FREE FROM THE MAKERS OF
SEGA FORCE
"I was a nerdy loser until I got my mitts on this cracker!"
A. Winner
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SEGA FORCE TIPS FORCE
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TIPS FORCE
FROM A TO Z:
Hints, Tips, Cheats and Solutions to make you a Mean Sega Champ!

SEGA FORCE PRESENTS

TIPS FORCE





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EUROPRESS IMPACT

With grateful thanks to game freaks everywhere, who contributed with the blood, sweat and tears of their gaming experiences!

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10 9 8 7 6 5 4 3 2 1



A

ACTION FIGHTER
Master System

Dodge the chopper
When a helicopter appears, turn back into a motorcycle and it vanishes.

Passwords
Try these passwords: HANG-ON, GP-WORLD, SPECIAL

AFTERBURNER
Mega Drive

Level select
To choose any level between one and 20, press [A], [B], [C] then START.

AIR DIVE
Mega Drive

Special stage
To get to the special stage and gain invincibility, when the map screen appears, leave the plane over the ocean and hold down Start. While holding, press [A], [B], [C], [B], [A], [A], [B], [C], [B], [A]. Release Start and use one of the

following:
Mothership To start at the mothership, hold down [B]
Last Boss To see the last boss, hold [C]
Ace To fight the Ace pilot, hold [A]
Invincibility For total invincibility, hold Start
Continue to hold down the button(s) until you leave the hangar.

ALESTE
Mega Drive

Level select
Reset the machine on the title screen. Hold Left while entering the title screen.
Full power-ups
For full power-ups, pause the game then enter [B], [B], [C], [B], [B], [C], Up, Down and any button.
Extra options
Pause the game, press Up three times, Down three times, Left three times, Right three times, [C], [C], [B]

ALEX KIDD IN HIGH TECH WORLD
Master System

To the forest
Enter the code 01AdGSCPVd to start your travels in the forest.
Final stage
Once past the forest section, pray to the gods in the temple a hundred times and you're allowed to travel through the final section of the forest.

ALEX KIDD IN MIRACLE WORLD
Master System

Janken matches
Use the following sequence to help oust those bad guys: 1) Rock, rock; 2) Scissors, scissors; 3) Rock, scissors; 4) Paper, paper; 5) Rock, rock; 6) Rock, scissors.
Continues
As soon as the Game Over message appears, hold Up and press [2] eight times. You now continue where your last game ended. You need coins to execute this one.
Bonus level
On Level 1, hit the second question mark (in the yellow square) to release the ghost. This takes you to the next question mark, under the water. Hit this to grab an extra life.
When the octopus appears, kill it (try using invincibility) and sit on the bowl. Press Down ten times to reach the Bonus Level. Here you collect loadsa money and an extra life.
Box codes
Having trouble with the boxes at the end of Cragg Lake? Run over them in this order: sun, waves, moon, star, sun, moon, waves, fish, star and fish.

ALEX KIDD IN SHINOBI WORLD
Master System

Extra life
On part of the lobster section, when you Start at the bottom of the waterfall, there's a hole in the path. Walk down this and jump on the first chest. Now jump the second gap to get the extra life. Return to the other chest for the whirlwind spell.
Secret room
When you Start part two of the lobster section, there's a single platform. Jump on this and jump back at the wall on your left. There's a special shortcut. At the end of the shortcut there's a rope. Swing on it and throw a fireball to the right. Here's the secret room.
Treasure trove
On Hanzo one, there's a pit just before the treasure room. Go down, drop under the bar and crab-walk to the right. You can now get the booty!

ALTERED BEAST
Mega Drive

Defeat boss
To defeat the first boss faster, pick up only two of the power-up balls. It's quicker than using three.
Infinite continues
Press Start and [A] on the title screen
Character select
Hold Left and Down diagonal, [A], [B], [C] and Start on the title screen

Options
Hold down [B] and press Start on the title screen
Round select
Choose your round on the options screen, then hold down [A] and Start on the title screen.

ALTERED BEAST
Master System

Change options
Press Start and [B] from the title screen. You can now change the number of lives and access other options.
Extra energy
Press [1] and the Up and Left diagonal on the title screen to gain extra bars of energy.

ARCUS ODYSSEY
Mega Drive

The maps referred to here would not reproduce well in this paperback, so readers should refer to Issue 7-July Pittstop, where the maps are printed.
Level 6 start
Enter the password EEEEEEEEEE to enter Level 6 with six reverse dolls.
General tips
On a single-player game, choose ERIN, she has the best weapon.
ACT 1.1: Not too much to do here except enter the cave. Two life dolls appear at the Start of the level on two-player mode.

ACT 1.2: The exit is hidden behind a waterfall. It's whereabouts depend on whether you speak to the escaped prisoner on not.

ACT 2.1: Find the prison key shown on the map. When you have the key go to the prison. On a one-player game, release FUREYA. Make sure you talk to the dying man, then go to the bridge to collect the exit key.

When you grab the key, go through the exit.

ACT 2.2: Stand on the turtle's shell and as it moves, shoot the lizards.

ACT 3: There are two doors on the outside of the pyramid. Go through the first and collect the hero sword. Through the second door, there are loadsa bonuses to collect. When you've grabbed everything, go to the locked door at the top of the pyramid and place the sword in the pedestal. The door opens.

Cross the walkway and you come out at the door marked 'A' on the map. Simply go through all the doors in order, collecting the sword. When you go to collect the Sword Of Peace, grab it, then run into one of the gaps in the side to avoid being crushed by the balls! When you have all five swords, go through the door that leads to YODI. Now defeat him...

ACT 4: You can't go through the exit straight away. You need to find some way of putting out the fire. Go to the other door shown on the map. Beware of dark circles on the ground. These are indications that a dragon will attack the spot. Go through the door and defeat the two goons. Grab

the charm.

Now you can destroy the burning dams. When you've destroyed five dams, a stream of water puts out the flames at the exit. You can now defeat the next boss and go to Level 5...

The treasures shown on the maps are for a two-player game.

ACT 5: Talk to the man in prison and he'll tell you all five mirrors must be destroyed before the exit's revealed. Go to where your alies are waiting and take Keyami if you're playing one-player.

Go to the doorway shown in the middle of the map, go in and destroy the power source. Now you can destroy the mirrors and the exit's shown (see map). Go up the stairs to fight a giant worm and Ginoban.

ACT 6: Keep going through the open doors and fighting the enemies, statues first, then spider knights and dragon-like worms. Then fight your ally (allies) who was captured earlier. If something appears on the ground spraying projectiles during the fight, KILL IT!

When you've finished off your ally, they ask you to avenge their companion. Say 'yes'! Go out the door to fight Slithe. To defeat him, keep running around the edge of the roof firing at him.

ACT 7: Go through all the doorways or stairs shown on the map. When you're in a chamber forget about the monsters and kill the baldy at the back. When you've reduced three of these to dust, go to the place marked BOSS on the map.

Fight the monster who pops in and out of the floor.

ACT 8 — The final level!: To reach Castomira keep going up stairs. If you need it, there's a Potion Of Invincibility and a magical fire ring at the top of the first stairway. There's a Magic Of Regeneration at the top of the third and if you walk past the fort, you can go down to get a magical power crystal and more regeneration, even though it's a waste of time. If you walk past the final stairway, you can also get a lamp of life.

When you've got everything, go up the final staircase to meet Castomira. She'll ask you two questions, say 'Yes' to the first and 'No' to the second. Then she'll attack you. You can't use magic to attack her, but you can defend yourself (eg, invincibility).

When you kill her the first time she'll change into a dragon and attack you. Kill her again and you'll be warped into space to fight her in the guise of an ugly monster. If you succeed in killing her one more time, Leaty will transport you to safety while the flying fortress explodes.

Now sit back and enjoy the book-long end sequence!

ARNOLD PALMER'S TOUR GOLF
Mega Drive

Fantasy Zone game

If you take over a hundred shots on a hole, the Game Over screen pops up. Press [A], [B], [C]

and Up simultaneously to find the hidden game.

Hidden tournament

Key in ffffffffffffffff 99999999999999999.

Super shot

Enter EVE as your name. Now hit the ball great distances.

AZTEC ADVENTURE
Master System

Stage select

Press Up on the joypad five times before the scroll unfurls on the title screen. Press Right three times when the geezer throws the dosh. Press Left and Down when they all trot off to the right. A face appears at the top-right of the screen. You can now choose which stage to begin the game on.

B

BACK TO THE FUTURE 2
Master System

Safe spots

Usually the bottom right-hand corner works fine

on streets one to five. Skate here. On streets two, four and six, stay in the bottom right-hand corner, as near to the pavement as possible. When Griff appears, either punch his lights out or circle him.

The puzzle section

Start at the top left-hand corner and complete the sliding puzzle in rows. You now have all the organised bits on one side, which leaves space to rejiggle the other parts. Pause from time to time to work out what's going on. There's a time limit so it comes in very handy!

BACK TO THE FUTURE 3
Mega Drive

Level skip

If you get stuck, you can skip to the next level. Pause then Up and [A], Down, [A], Left, [A], Right, [A]. You're transported to the end of the level instantly!

BATMAN
Mega Drive

Extra lives

For extra lives on Level 3, get the life from the first chimney. Continue upward then return to where the extra life was. The 1-Up magically reappears! Use this tactic nine times.

BATTLE OUTRUN
Master System

Level select

To select any level, turn the power on while holding [1] and [2]. When the title screen vanishes, let go of the buttons and press [1]. Use Up and Down to choose your stage.

BLACK BELT
Master System

Unlimited lives

For unlimited lives, push [1] to start the game and hold it down while the red screen's on. When the black screen appears, release the button quickly and hold down Reset. Riki the Ninja appears at the top-left of the screen. Walk across the top and fall over.

BUBBLE BOBBLE
Master System

Extra items

Pause the options screen (the border turns blue). Move the bubble to Password. Slowly and firmly press [1], Left, Down, Up, [1], Up, [1], Up. Unpause and away you go! You now have a peacock feather, sneakers, three sweets and three extra lives.

Special password

The password for Level 100, which gets you to

the room with three crystals on it, vital if you wanna get any further, is RY7CQK65
Level 150: RYER3EUX

BONANZA BROTHERS
Mega Drive

Invincibility
Go to the level where the rake lies. Time it so that as you step on the rake and collapse, you get hit by enemy fire. You're invincible until you collect more loot.

BUCK ROGERS
Mega Drive

When does he appear?
Buck Rogers helps you out when you get into hot water later in the game. He appears when you're stranded on the pirate ship.

BUDOKAN
Mega Drive

Defeating Tetsuo Okabe
To get past match five and match eight, select the Bo as your weapon. When the match begins, press [A], [B] or [C] and hold Left to block all your opponent's attacks. Wait until you have maximum Ki, then strike your adversary. One hit and you win the match.

BURNING FORCE
Mega Drive

Extra lives
When the title screen appears press [B], [A], [B], [A], [A], [C], [A], [A] and Start. You get ten extra lives.

C

CAPTAIN SILVER
Master System

Continues
To continue after the game ends, press Up and Left together.

CALIFORNIA GAMES
Mega Drive

Totally bodacious tips!
HALF PIPE: Build up a succession of aerial and kick turns, but watch your turning and speed. These build up your score better than hand-plants and changing tracks.
FOOT BAG: Variety (Up to 99,000 bonus) and keeping the bag in the air is the key. Use jesters,

axles, half-axles, Axle Foleys and five-in-a-rows. Once you've practiced these, try for dizzy deans and headbangers! (Far out, man!) Two jesters will make the clock appear and allow you get an extra 26 seconds. Stop everything and get the clock straight away.

SURFING: Speed well away from the wave and get some balls (oh yeah? —Prod Ed), then come down as far as possible and go up the wave straight and turn in the air and come down straight.

SKATING: Practice is the only way to get good scores. Learn to jump and spin to get maxi-points and pump yer legs left and right to gain speed. Learn the route and avoid as many obstacles as you can.

BMX: Backflips earn the most points and are easy off hills. Learn the map and when and where to jump.

CASTLE OF ILLUSION
Game Gear

Extra life

Collect the 'A' that jigs about on the coffee cup screen, Level 4. Exit, climb the ladder to the left until you reach the insect room. There's a barrel and a button. Throw these at the insects to kill 'em. The button vanishes, although you can use the barrel to climb the ladder to the right.

There's an insect on the next screen. Kill it and go right until you see another 'A'. Pass it and you

come to a gaping hole. You can just fit through it. Press [2] twice to jump up and land on your ass! The floor opens and you find a secret room. Here there are two treasure chests. One contains a coin, the other has an extra life in it.

New level

When you go through the middle door and meet the first clown, there's a ladder. Instead of going up, grab the block and throw it near the toy train. Jump onto a cloud of smoke. This takes you to a new level.

CASTLE OF ILLUSION
Master System

End-of-level beasties

The **evil tree** can change into a dangerous whirlwind. Bottom-bounce on his head when he stops whizzing, but keep close. This is the only way to avoid his deadly leaf attack.

When the **puppet** jumps out of his toy box, simply avoid the jewelled rain. Bottom-bounce on his head.

When the **chocolate bar** thumps the wall, blocks fall down. Pick up the block that's left and throw it at his face. Dodge the bar as it moves block by block to another place. Repeat this a few times.

The huge **book**'s just too big to be effectively bottom-bounced! The letters he spits out are the key to success. Simply jump on the letters and bottom-bounce his head. You should gain

enough height to give him a splitting headache!

CHASE HQ
Game Gear

Extra continue
In round two, if you continually bash into the oil barrels on the side of the road, there's an extra continue to be had!

CHOPLIFTER
Master System

Level select
On the third round, fly into the cave backwards, it's harder to get killed. To get to any level, press Up, Down, Left, hold Right and press [2].

COLUMNS
Game Gear

Different endings
In Flash Mode, select height nine. Choose your difficulty level and start the game. End the game straight away. When the Flash Demo breaks the Flash Back you see a different ending depending on which difficulty level you chose.

COLUMNS
Mega Drive

Extra magic jewels

There's a way to trick the game into giving you a second magic jewel. Have one row of normal jewels stacked almost to the top of the playfield. There must be a vertical space for only two of the three jewels in the next block to appear onscreen.

Watch the 'next block preview' box. When you see the magic jewel block is next, get ready to quickly move it on top of your prepared stack. After the magic jewel eliminates the 'touching' colour jewels, all the remaining jewels will drop down (as will the one magic jewel that was off the screen). This magic jewel will drop and eliminate another group of coloured jewels!

CYBERBALL
Mega Drive

The Superbowl
The code to reach the Superbowl is: 65BB BX11 BFEX

D

DARIUS II
Mega Drive

Immunity
To become immune, press [A], [B], [A], [C], [B],

[C], [C], [B], [C], [A], [B], [A]. Do this on the title screen. The words NO HIT appear if you get it right.

DEAD ANGLE
Master System

Extra options
Both joypads must be connected. Alternately push Left and Right on both pads while the title screen's showing. You hear a beep and have a level select, more lives and 999 bullets!

DECAPATTACK
Mega Drive

Bypass the boss
There's a way to bypass the second boss. As you approach the last fall before Toady, float to the ledge on your left then jump from ledge to ledge until you see the sign that says you've cleared the round. Be careful, you must get the special item before you exit the level. If you fail, you have to go back to the level and find the item, plus you run into the boss!

DESERT STRIKE
Mega Drive

Five extra lives
Go to the password screen and enter TQQQLOM. Press Start to go to the normal

screen then go back to the password screen. Enter your code or AAAAAAA to Start from the beginning and — hey presto! — five lives!

Passwords
Level 2: KQJRJTY (Score: 737,000)
Level 3: OLOAHV (Score: 1,412,000)
Level 4: PTKEFTG (Score: 2,419,000)

COMPLETE SOLUTION!
Campaign 1: AIR SUPERIORITY

You must save the world from a psycho madman to stop World War III from becoming a reality.

Mission 1: Radar Sites If you're after a quick completion, don't bother with the AAAs, just approach the radar, let a Hellfire go and get outta there!

Mission 2: Power Station Don't mess about here! Just destroy the station then make sure you destroy the pylons running along. You get 3300 points for each one.

Mission 3: Air Fields When the manual says destroy everything, it means *everything!* Get rid of the buildings first and watch out for the reinforcements. Then get rid of the planes.

Mission 4: Command Centres Destroy these and the secret agent is yours to grab — but make sure you pick up the commanders first.

Other bits... Your MIA co-pilot is in the top right-hand corner, standing by his F-15 plane. Rescue him and you'll be able to pick him for your next campaign. Destroy his plane to prevent it falling into enemy hands.

Pick up all the MIAs and carry six with you at all times. When low on armour, drop them off and you'll be back to the full 600.

Campaign 2: SCUD BUSTER

Your secret agent has revealed that political prisoners are being held in a POW camp. Nearby are mobile SCUD launchers and a chemical weapons plant.

Mission 1: Radar Sites Same deal as before, but beware as there are some Rapiers as well as AAAs to contend with.

Mission 2: Jail Break Check out the artillery that surrounds the jails and dispose of them, then destroy all the buildings and pick up any useful items. Pick up the four prisoners and drop them off at the nearest landing zone before attempting the next jail.

Mission 3: Power Station 'Carefully does it' is the secret to this mission. It's well guarded so you need to make a few passes, picking off the Rapiers and AAAs as you go.

Mission 4: Chemical Weapons Factory Relatively unguarded, you still need to waste a few Hellfires and Hydra to blow it up. Don't forget the cooling towers.

Mission 5: Scud Launchers First you need to find the SCUD Commanders, who reveal the location of the launchers. You need to get five out of six launchers to complete the mission. Make sure you position yourself quickly and fire away!

Mission 6: Rescue POWs Take out the

watchtowers with a Hellfire and two Hydras. This prevents the APHID causing too much damage. As you rescue the POWs, watch for the ZSUs that appear. Again, use a Hellfire and two Hydras to get rid of them.

Campaign 3: EMBASSY CITY

After your successful Scud Buster mission, terrorists have taken over the embassy and are holding UN Inspectors hostage. Rescue the inspector, take out the missile silos and biological weapon plants nearby, then rescue the prisoners and capture the enemy ambassador.

Mission 1: Rescue UN Inspectors: Don't kill the inspectors; let your co-pilot do the firing but don't overdo it.

Mission 2: Biological Weapon Complex Take out each building, watching out for the artillery arriving, and capture the scientists when they run out. It's best to capture them in fours and work from each corner to reduce risk.

Mission 3: Underground Missile Silos These are very hard to find but using the co-pilot's auto-tracking it isn't impossible. Use a lot of Hydras to destroy the silos before they fire.

Mission 4: Pilots Lost At Sea Protected by speedboats that need six Hydras to destroy, the old fly-by method should be used.

Mission 5: Power Station Again, not heavily guarded, but take out the Rapiers and AAA with care.

Mission 6: The Madman's Yacht This one's

tricky. Don't let more than five prisoners drown or you'll have to start again. Make sure you're not carrying anyone and approach the yacht. Destroy the AK-47 soldiers and take out the speedboats. Position yourself in front of the boat and fire away.

Rescue the prisoners watching for incoming speedboats and more soldiers on deck. Pick up six and fly back to the landing zone, then fly straight back and rescue the other five.

Mission 7: Capture Enemy Ambassador This is the toughie: a lot of heavy ZSUs, Rapiers and the like ready to pounce. Fly past a few times to check out the best way to attack, then take them out bit by bit. Always check the building for extra ammo and, more importantly, armour and the ever-useful extra life.

Mission 8: Embassy Rescue You need a lot of patience for this one. Land your co-pilot at the embassy and let him take over. Fly off and destroy as much as you can. Don't forget the buildings!

Destroy the doors in front of the bus and away it goes. Follow it closely as ZSUs come after you. Protect the bus or you'll be in deep trouble. This takes a lot of time so take care.

Campaign 4: NUCLEAR STORM

Night-time will test all your abilities and not knowing your missions is a real pain in the butt.

Mission 1: Protect Oil Fields The best way to go about this is to attack a few of the ZSUs head

on. You'll suffer damage but if you get rid of four or five you can travel up to collect the commandos and land them, replenishing your armour. Now get rid of the others.

Mission 2: Stop The Oil Spill The pipelines are well protected so a fly-by is wise to choose the best approach. Shouldn't prove too hard, though.

Mission 3: Bomb Shelters Watch out for the ZSUs buried in the sand. Destroy the top and they'll be revealed.

Mission 4: Bomb Parts The madman's carrying the bomb parts in the dump truck, but he's also using decoys with hostages inside the trucks.

Check your status and the targets. Trucks are driving around the city in the bottom right-hand corner of the map. You need five to be successful.

Mission 5: Nuclear Power Plant Take out the radar sites first. There's one just south of the factory and the other's near the landing site to the north.

Destroy the cooling towers and the scientist's building then take care of the main reactor.

Mission 6: Power Station Good one this. Destroy the two Crotales in front of the station then do nothing. Bring the other Crotales into view and they'll destroy the station for you. Easy!

Mission 7: Presidential Palace Well guarded but loadsa bonuses to find. You'll need a few fly-bys to make sure of finishing this.

Drop off your co-pilot and prepare for a shock as he gets captured.

Mission 8: Nuclear Bomber Your co-pilot must be rescued to complete the final mission.

Watch as your co-pilot and the madman enter the bomber. Fire at the middle of the plane and a hole appears in the roof. Your co-pilot will walk out on the wing. When he's at the edge you can pick him up.

Fire everything you've got and watch out for the ZSUs approaching. Fly away from the bomber to pick up more ammo, then fly back.

You need at least two boxes of full ammo to blow up the bomber. It's tough but not impossible.

DEVIL CRASH
Mega Drive

Final level

To reach the last level, use the password 5VENAXUEMN.

DONALD DUCK'S LUCKY DIME CAPER
Game Gear

End-of-level tips

USA: In the river section, pass by as soon as the beaver's thrown earth and use low branches to gain extra ground. The end-of-level bear hurls pies, but attack him with the mallet. Watch out for his little wasp friend!

MEXICO: At the end of the level, fall into the water and you surface in a large cavern (if you fall back in, you lose a life). Scale the walls and

come face to face with a lion! There's a gap in the floor, watch out for it. Destroy the lion and rescue your nephew.

SOUTH AMERICA: At the end there's a strange disappearing icon that throws huge rocks. These bounce and roll across the screen. Avoid them and bash everything with the mallet.

THE TROPICAL ISLES: You come across a huge fire-spitting bird. The mallet helps but avoid the flames and learn his flight patterns.

EGYPT: A huge green snake appears. Jump on his head and be quick on your (webbed) feet.

ANTARCTICA: Here you see a huge blackbird who slides on an ice block. Get rid of the block then bounce and hit the bird.

Infinite lives

Press Down and [1] on the continue screen for infinite lives

DOUBLE DRAGON
Master System

Invincibility

Jump up and down 30 times at the start of Level 4.

Infinite lives

Perform a roundhouse kick about 35 times.

DRAGON CRYSTAL
Game Gear

General hints

The most important thing is to get a good title. To do this, search the whole of every level and kill all baddies before transporting.

Make sure you have a Bless Book handy, in case you pick up any cursed equipment.

Shift Books are useful for getting out of tight situations. Continues at the start may be £400 but they go up to a few thousand, so don't rely on them too much.

Every time you play, the different coloured books, rods, pots and rings change, so make sure you check them all at the start, 'cause if you're stuck with a low stamina level you won't know which colour pot to use.

What the pots do
Wither: Decrease your stamina
Slow: Slow you Down!
Cure: Rid you of curses
Fog: Make the screen misty
Reflex: Increase your PW
Freeze: Paralyse you
Min heal: Heal a little
Mid heal: Heal more!
Max heal: Full healing power

What the books do
Blank: Does nothing
Bless: Cure you of curses
Blade: Increase PW
Nordust: Increase AC
Fuse: Make you dizzy!
Shift: Move you to another part of the level
Map: Reveal the whole level

Potion: Turn all your potions good

What the rods do
Time Travel: Send you to the next level
Wind: Blow away your enemies
Flame: Burn the enemy to a crisp!
Flash: Maim
Spirit: Cause an enemy to appear in front of you
Drain: Swap your stamina with an enemy
Thunder: Burn enemy rings

What the rings do
Ogre: Increase PW
Shield: Increase AC
Food: Heal you
Magic: Give energy
Sight: Allow you to see better
Heal: Heal you
Cursed food: Make you lose food
Shift: Like Shift Books, only they keep moving you

What things do
Red eyes: Turn your sword into a dagger
Yellow snails: Take your title down a place
Ice bars: Make you dizzy
Golden trees: Decrease power
Sand sharks: Steal your food
Red snails: Make you lose strength
Blue eyes: Turn your armour into a robe

DYNAMITE DUKE
Mega Drive

Secret options screen

Press [C] ten times. Now press Start to get loadsa options.

DYNAMITE DUX
Master System

Hidden stage
At the beginning of the game, you see a bald man with glasses having a rest. Jump on his slaphead, then off again while pressing [1] and [2]. You should find a bonus level!

E

EA HOCKEY
Mega Drive

Codes
BNWBDFBT6CNM6MG6
BN1GY745BBOXLWFS
BN6L3NDBP5LSDYNG
G77JH232FVNT45R5
G77H502GK9VHWDPO

ELEMENTAL MASTER
Mega Drive

Options screen
By pressing [A] and Start simultaneously, the

options screen's at your disposal!

EL VIENTO
Mega Drive

Stage skip
Press Up, Left, Right, Down, and [B]. Annette leaps into the background and the screen fades. You're in the next zone.

ENDURO RACER
Master System

Level select
Reset the machine. When the title screen appears, press Up, Down, Left and Right to choose any level.

ESWAT
Mega Drive

Level select
Complete the game and when on the title screen again press the Right and Down diagonal and [A], [B] and [C] simultaneously while pressing Start.

F-22
Mega Drive

Landing your F-22
As you begin your descent, remember to stabilise

the horizon in the preceding mission, otherwise your approach to the runway's immediately spoiled.

Guided missiles

Maverick missiles need to be manually guided into their targets. Unfortunately, these missiles aren't very good at moving in any direction other than forward. That being the case, always move the target into the centre of the crosshairs before firing. Using Mavericks on airborne targets isn't a good idea. Only try this as a last resort.

Damage

It's quite difficult to keep track of the damage your F22 sustains. Use the pause screen to check on how badly damaged the plane is. Call in the tanker for refuelling and repairs.

Refuelling

Initially, docking and refuelling with the tanker is a difficult task. The key is to finish the preceding mission with the horizon perfectly level. You begin the next mission at the same angle. If level, you're automatically behind the tanker. Just accelerate and you'll refuel before you know it!

Air-to-air action

Remember that unless you cheat, missiles are always limited. Use your cannon for the majority of targets. Enemy choppers have the thickest armour. Keep some missiles ready for them.

Combat itself is quite simple. Just follow the red box

until it's in the centre of the screen. When the sight's green, open fire. If an enemy fighter's burning nearby, adjust your aim so your bullets fly straight into your opponent.

The Ace's challenge

The Ace's challenge is the most incredible test of air-to-air combat. The four most dangerous pilots take to skies, challenging you to blow them up using your cannon alone! Try this password to get you right there: MHD1M3. Save your cannon fire. You only have 300 rounds per Ace.

The **Iraqi** Ace flies a MiG 21-2. The slow speed of his plane and his clumsy handling should soon have him in your sights. Just follow the red box and should the word 'BREAK' appear, barrel roll.

The **American** Ace is the deadliest of all! Scarpering is probably the best tactic! Use the breathing space to get the American Ace in your sights.

The **Korean** Ace flies a dangerous MiG 27. Should you just follow the red box, you find yourself pointing at the sun. When blinded, he blows you out of the sky. Just thrust away from him, then turn to face the plane. Your F22 can take more damage than his MiG.

Flying a deadly MiG 29, the **Soviet** Ace is really fast. If you choose to follow your computer radar to catch this guy, you'll feel the effects of red-outs and black-outs. Use the same tactic as described for the **Korean** Ace. Barrel roll as you face him, cannons blazing.

Mission codes

Aces: MH01K1. Korean: BI0F8P. Iraqi: GTGE8V. Russian: KSQGIV. American: 6PGE02.

F

FACTORY PANIC
Game Gear

Extra lives
Let your time run down to a hundred and collect all the stars that appear on the conveyor belts.

FAERY TALE ADVENTURE
Mega Drive

General tips
Leave the swan on the outskirts of the Plain Of Grief before attempting the Citadel Of Doom. Visit the Sorceress when you're low on luck — she gives you five points (which equal one life) until you're maxed. Stock up on inventory items by repeating this: when you find something you need, grab it, then save and restore your game.

Low on keys? Save the game before you use one, open a door and restore the game. You keep the key and the door stays open! You can ignore the 'Julian is starving' message when you have over 100 vitality points.

End sequence
Enter
7R2KUL6RSZXSK6NHGSDCB720663RI2HO78
5P as the code.

FANTASIA
Mega Drive

Bonus room
On Level 2, use a small magic spell to kill the egg and dodo. Walk along a bit, bouncing on the snakes as you go. You'll see a hill with a foot stamping on it. Dodge it, take out your massive weapon and fire until it explodes.

The bonus room's big, with three notes in it. Go all the way through, collecting as much as possible. Exit and repeat till you have loadsa lives etc.

FANTASY ZONE
Game Gear

The shop
The shop appears after you've grabbed 2000 points. Be quick collecting the coins etc or you'll miss buying those valuable items.

General tips
To get a good start, quickly shoot two hamburgers, mother ships and collect the big coins. A shop should appear. Enter and buy: big wings, back shot, double bomb and auto shot. Change to these new weapons, exit and keep buttons [1] and [2] pressed to kill everything. To reach each boss, kill all the mother ships.

Level 1 Boss: Go to the top of the screen on the

left, use double bombs and aim at his eye. When he jumps away, go to the side he jumped from and repeat the process.

Level 2 Boss: Either two heavy bombs will kill it, or go into the top left-hand corner with homing shots and double bombs to kill him.

Level 3 Boss: Shoot off his facial features with a charged up flash attack. Or use homing shots again.

Level 3/4 Boss: More flash attacks. Three heavy bombs should kill Level 4's baddie.

FANTASY ZONE
Master System

Lives for sale!
Switch on and allow the storyline to waffle on. As this is going on, waggle the pad Up and Down over 50 times before you Start. Collect as much dosh as you can and find a shop. Buy lives at $1000 each. This only works on Level 1.

FERIOS
Mega Drive

Extra credits
Start and when Chapter One Devil in Diros appears, enter [C], [A], [B], [A], [C], [A], [B], [A].

FIRE MUSTANG
Mega Drive

Extra life
For an extra life press Left and [C] from the title screen.

FORGOTTEN WORLDS
Mega Drive

Infinite continues
Use two-player mode and when a player dies, press Start several times.



GAIN GROUND
Master System

Level select
Press [1], [2] and Up while turning your machine on. Hold this combination to find a secret screen.

GAIN GROUND
Mega Drive

Level select
On the option screen, press [A], [C], [B] and [C]. Use the direction keys to choose any level.

GAIRES
Mega Drive

Invincibility
Pause and hold Left, [A] and [C].
Choice of weapons
Pause and press Up and [A]
Level select
Hold [A], [B], [C] and press Start. Set the sound test to 18 and hold [A] on the second controller.

GANGSTER TOWN
Master System

Infinite continues
When you die, your hat flies off. Shoot it to continue where you died.

GHOST HOUSE
Master System

Freeze enemies
Punch the bulbs and the characters freeze.
Invincibility
Keep jumping on the arrows. You turn gold and are invincible for a wee while!

GHOSTBUSTERS
Master System

Password for dosh
Enter the initials DN and the code 3158279632,to

Start the game with lots of money. You can also use the initials AA and code 1173468723.

GHOULS 'N' GHOSTS
Mega Drive

To change the game colours, select invincibility and Level 5. Pass the three Minstral Winds and the cyclops on the wall, climb the ladders and stand on the highest block. Walk to the edge facing the pit and turn around. Now walk to the other end of the block. The game should automatically reset (if it doesn't, repeat the back and forth walking). Repeat the invincibility code, choose Level 5 again. Press Start on the title screen and notice how strange the colours have become!

To get secret bonus points, at the end of each stage you can grab the key and receive a bonus of 5000 points. Have the key on your left side, stand close to it and jump to the left (*and then a step to the...*). It takes a bit of practice to get the timing right. If you get the key as you begin your jump, you should see the message 'Nice Catch!' and receive 5000 points!

To play the game in slow motion, enter this code on the title screen: Up, [A], Down, [A], Left, [A], Right, [A]. If you do it correctly, you should hear a tone. Press Start until Arthur appears. Pause the game and press [B].

To enter the level select, wait on the title screen for the words 'Ghouls 'N' Ghosts' to float Down

from the top. Now press Up, Down, Left and Right. You should hear a short, harp-like sound. At this point there are several codes to enter. You can add the [A] button to the end of any of these codes to start in the middle rather than at the beginning of the level.

The Execution Place: press Start
The Floating Island on the Lake: [A] and Start
The Village of Decay: Up and Start
The Town of Fire: Up, [A] and Start
Baron Rankle's Tower: Down and Start
Horrible Faced Mountain: Down, [A] and Start
The Crystal Forest: Left and Start
The Ice Slopes: Left, [A] and Start
Beginning of Castle: Right and Start
Middle of Castle: Right, [A] and Start
Loki (final boss): Down, Right and Start

Japanese Mode
Select option from the opening screen. Choose 26 for music and 56 for sound. Hold Left and diagonal on the D-button while pressing all three buttons and Start.

Invincibility
Go to the option screen four times. From the title screen, press [A] four times, Up twice, Down twice, Left, Right, Left and Right once again. Then hold down button [B] and press Start.

GOLDEN AXE
Master System

Extra Continue
When you lose your continues, press the pad diagonal Up and Left and button [1] simultaneously.

GOLDEN AXE
Mega Drive

Level select
Hold Right and Down diagonal, [B] and Start simultaneously on the player select screen.

Extra credits
Press Right and Down diagonal, [A], [C] and Start simultaneously on the player select screen. You gain nine continues!

GOLDEN AXE II
Mega Drive

Well wicked solution!
The ideal character is the Dwarf, as he's quick, has the best weapon and reasonable magic.

You can select the amount of magic you use by holding down the button for different lengths of time. This is best used by selecting one or two bits of magic just before you are about to pick up more. Remember at the end of each level you'll pick up even more magic so use what you have.

END-OF-LEVEL TIPS

Level 1: Village
Firstly dispatch the two soldiers and wait for the mace wielding Minotaur to approach you. Perform a jumping slash with your axe.

Level 2: Ruins
Use magic (if you have any) to kill the skeletons. For the Headless Knight, use the same tactics as the Minotaur.

Level 3: Pathway to Dragon's Throat Cave
On the way, two Minotaurs appear. Walk to the bottom of the screen and run into the middle. One walks either side of you. Jump and slash them both, turning in the air.

At the end of the level you come face to face with four lizards. Use all your magic and jump and slash to kill them.

Level 4: Dragon's Throat Cave
Kill the two lizards first because the Minotaurs don't move, then use the same tactics as before.

Level 5: Castle Gates
Use all your magic on the two Headless Knights and alternate your attack between them.

Level 6: Inside the Castle
Attack the three lizards with magic then finish them off and go for the Headless Knight as before.

Level 7: Dark Guld
Dark Guld is extremely tough and fires lightning balls at you, containing skeletons or spells. Attack him once, then attack the skeletons. Now go back to him. Watch out for the Golden Axe!

How to beat your opponents

Soldiers: Basic jumping and slashing your weapon will easily overthrow these

Soldiers with Freddy Krueger gloves(!): Don't attack these head-on, use the same attack method as you did on the other soldiers.

Lizards: These are tough. Don't attack them head-on, draw them in, then jump and slash.

Skeletons: Again, jumping and slashing. Don't turn you back! If you have two or more onscreen, running and head-butting one while attacking the other(s) works well.

Minotaur: Don't approach them, let them come to you then jump and slash.

Wizards: Very wimpy unless you stand directly in front of them as they spellcast. Just use you weapon, or magic as you'll get it back straight away.

Dark Guld: Attack, then pull back and attack again. Repeat several times.

GOLVELIUS
Master System

Secret cheat
On the password screen, type QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ QQQQ. Prepare for a shock!

CODES
MB2Y U8SB M4HO AG4B EY37 AFKZ KO22 W46Z start with one crystal
WVO4 DQAD CAKW DLLG 6RQK XKAG TBOX

TCUJ start with three crystals
4AU6 KFCF B8FR TPP5 WZKM 2DLE J2GF FJMX start with four crystals
VBSS EHMA 3EKX HMPH EBM8 3QSW 52AR 6HMW start with five crystals
S4SQ FVZX N8KX CS6H QFM7 3OYW FSYE S7QW start with six crystals
J7V2 HEQV, AWPJ 42S8 36AL PQLH MRLY 0258 start with seven crystals
To start the game with all the bosses killed (except Golvellius) and seven crystals, the legendary sword, shield, 18 life potions, maximum bibles, the ring of invincibility, mirror, Raurasus' pendant, ascent boots and one purple mea, enter W4KQ AH85 LDSX KNGF Q5N7 2K3L 7T5E QKQL

GRANADA
Mega Drive

Easy level
Go to the options screen and press [C] ten times when the rank item's selected. There's now an easy game to be had!

GREAT VOLLEYBALL
Master System

Pecking order
Here's a list of all times, from best to worst: USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

GYNOUG
Mega Drive

Level select
Place the icon on the Control option and hold down [A], [B] and [C] simultaneously. Keep 'em all pressed for about ten seconds for a level select.

Infinite credits
When the Game Over message appears, hold Left, [A], [C] and press Start. Your credits won't diminish!

H

HARD DRIVIN'
Mega Drive

Practice level
Play a normal game then enter the practice mode. Cars appear on the track. They wouldn't have if you entered the mode without playing a game.

Double lastability
Race around the tracks the wrong way. Beware, if you crash you're sent back to the beginning.

HERZOG ZWEI
Mega Drive

Last level
Enter the code JLJOIGLAOKN

I

THE IMMORTAL
Mega Drive

LEVEL 1
Room 1: Walk to the table, listen to what Mordimar has to say. Leave the room. Don't stand on the dark square.

Room 2: Go to the slain warrior and get his belongings, Dunric's ring, fireball scroll. Fight the nearest goblin. He shouldn't cause any probs. Once killed, get your fireballs ready and murder the other goblin. Talk to the barbarian and open the chest with the key. Take the gold, bait, spores and the bottle with the map. Exit through the top door.

Room 3: Kill the goblin with another fireball. Take the 30 gold pieces, search the goblin, take the note and the key. Exit through the other door.

Remember to read the note.

Room 4: This room isn't easy. Walk straight up to the wall with the skulls and hug the wall. Make a dash for the other door!

Room 5: Watch out for the traps. Walk through the brown hay-type object for the safe route. Now, straight through the door.

Room 6: Fire your balls(!) at the far torch to lighten the room. You should now see the shade shadows. Dodge them, take the charm spell and amulet. Exit through the bottom door.

Room 7: Have a sleep, you deserve it! Use the amulet and hold it Up to the light. Don't read the runes. Down the steps to...

LEVEL TWO
Room 1: Get the red gem. Search the bones and take the elf's sword. Don't search further as there's more slime. Exit through the top door.

Room 2: Use your Charm spell straight away. Walk to the trader. Refuse to buy the oil for 80 gold pieces. Walk away, then walk back and he lets you buy it for 60 gold pieces. Get the rock and exit through the metal door at the top.

Room 3: Ensure some Willo' the Wisps have followed you. Use the Charm spell again. When the goblins die, search them to find the Dust of Complaisance. Exit through top door.

Room 4: Plant the spores before or after dealing with the goblins. Hurry out. A few seconds later, go back inside. The King is not dead (hurrah!). Give him the bottle of water and he gives you a clue and a key. Exit, go back to

room three. This time, exit through the bottom-most door.

Room 5: Defeat the troll then make your way round the corridor and go through the door.

Room 6: The dwarf won't part with his gem. Use the dust and he submits. Sleep on the straw. Use the oil and go through the door furthest to the right.

Room 7: Drop the rock and wait for slime to cover it. Wow! It's turned into a gem. Grab it. Go through the other door.

Room 8: On the first pentagram, put a gem on the right. On the second put it on the left, the third, in the centre. Go down the ladder to...

LEVEL THREE

Room 1: Down ladder on the right first.

Room 2: Open chest, get 50 gold and two fireballs. Go back up the first ladder and down the other!

Room 3: Use a fireball to kill the goblin on the left. Get the Protean Ring from his body. (NB The bottle is poison.)

Room 4: Use Protean Ring to turn into a goblin. Sneak past the other goblin and get three troll bombs and 50 gold pieces from the chest. Take the ring off so you can climb the ladder, return to room two.

Room 2 (again!): Kill troll using a fireball. Take the ritual knife from the dead body. Go through door.

Room 5: Speak to the goblin king, then up the ladder.

Room 6: Up a few spaces, then left to collect the gem. Up another few spaces, right a bit. Forward to the wall. Follow the wall and down the ladder.

Room 7: Throw ritual knife near the trolls. This will keep them occupied for a bit. Leave via the top door.

Room 8: Get the Magic Muscle potion after paralysing the trolls with a troll bomb or two! Leave by the door to the left.

Room 9: Drink Magic Muscle potion and either fight the troll or paralyse him with any bombs left over. Have a sleep. Soon as you wake, go toward the fountain. When it glows purple walk into the light and drop the gem. Magic! You're teleported to the exit to...

LEVEL FOUR

Room 1: Soon as you start, dodge the trolls blows until the barbarian helps you. Talk to him and he hands you a magic carpet. Exit through the metal door at the top.

Room 2: Soon as you arrive in the room, activate the carpet. Be careful! Dodge all the fireballs and flames. Make your way past the door, until you find Ana's ring. Go back to the door. Remember to get off the magic carpet!

Room 3: As in room two, activate the magic carpet as soon as you step inside. Go straight to the other exit, dodging everything. De-activate the carpet and go through the door.

Room 4: Sleep on straw, go down ladder.

Room 5: Kill the two trolls and down the ladder

you go!
Room 6: Go and talk to the nice looking woman who's trapped. Give her the ring and she's free! She gives you another ring. Now down the ladder — after giving her a snog, that is!
Room 7: Put a ring on each hole then walk round the circle in a clockwise direction. A few times should do it. The exit should appear. Go down to...

LEVEL FIVE

Room 1: Collect the egg then out through the door.
Room 2: Speak with the goblins to unravel their plan. Walk through the bottom door.
Room 3: Pay the trader 60 gold pieces for the potion and exit through the door from whence you came!
Room 2: Walk up to the little crack in the wall behind the goblins and drink the shrinking potion. Charge through the small gap.
Room 4: Don't let the trolls stomp on you. When you revert to normal size, open the chest, take 150 gold, a bottle, a Fireball Book, a note and the sensor. Drink the bottle of water. Hit the trolls. Leave the room after you've read the note.
Room 5: Activate the Fireball Book and kill the lizards. A key should appear from one of the lizards. Use it to unlock the door.
Room 6: Activate the sensor and make your way through, avoiding the worms. The sensor doesn't last long.
Room 7: The baby lizard hatches. Watch out for the slime. Make your way over the pentagram on the far side. Drop the bait in the centre. The flying lizard lands on the bate. Exit to...
Room 8: Have a sleep, then down the ladder to...

LEVEL SIX

Room 1: Whichever hole the spider's legs appear at, go through the other hole.
Room 2: Avoid the webs. To get the spider, close in until she rears up, then burn away. After she stops webbing, close in as fast as possible to fight her. When she's defeated, go down the ladder.
Room 3: Avoid the webs again. Get the booze and pour it on the chest. Collect the gold and a levitate spell. Down the ladder.
Room 4: Activate the levitate spell as soon as you climb down. Hurtle down the passage, dodge any big mounds. The spell wears off, so climb the ladder.
Room 5: Sleep, then down the other ladder to...

LEVEL SEVEN

Room 1: Kill the nasty troll. Talk to Dunric and gain more info about Mordimar. Go down the ladder after being given Magnetic, Statue and Sonic spells.
Room 2: Kill the barbarian. Have a rest on the hay. Down the ladder and hop on the barrel in...
Room 3: Paddle around to the Norlac. When it dives, paddle round to the whirlpool. Be tight on the corners, it's essential! One wrong move and the Norlac will have you for breakfast! Go down

the whirlpool and you arrive at...

LEVEL EIGHT

Room 1: Open chest and get 50 gold, fire protection and six Blinker spells. Down the ladder.

Room 2: Walk straight across to the left. Fall down the gap.

FACING THE DRAGON

Activate Blink spell. Use all six to avoid getting fried. Now use fire protection to avoid the dragon's long flame.

Use the amulet and Mordimar appears (when the dragon's tired). Activate statue spell. Use three to avoid getting struck by lightning. Activate Sonic spell. Activate Statue spell to avoid two more lightning strikes and the Grim Reaper.

When Mordimar's said his bit, cast the Magnetic spell. Watch Mordimar fry and you're rescued by a goblin!

INTERSECTOR X
Mega Drive

Infinite credits

When the continues count down on the Game Over screen, hold the Right and Down diagonal while continually pressing the [C] button. Do this whenever you like to gain loadsa extra credits!

J

JAMES POND
Mega Drive

Open exits

Press [C], Left and Start on the title screen. When playing, press [A], [B] and [C] simultaneously while rotating the pad.

JAMES POND II/ROBOCOD
Mega Drive

Invincibility

At the Start of the game, there are five items on the roof next to the tower: they spell the word 'CHEAT' (cake, hammer, earth, apple, tap). Pick them up in that order and you're invincible. Don't collect any armour 'cos when it wears off, you're back to your old self again.

Infinite lives

On the sports level, cross over two sets of spikes and find a large tennis ball. Collect the items in this order: lips, ice-cream, violin, earth, snowman. And voila! It spells 'LIVES'!

JAMES 'BUSTER' DOUGLAS
Mega Drive

Extra continue

When you die, wait for the Game Over message

to crop Up and press Up and Start together. You're able to continue where you Left off as you're awarded an extra continues. This only works once.

JOHN MADDEN FOOTBALL
Mega Drive

The Superbowl
To reach the Superbowl, enter the code 0475352

JOHN MADDEN '92
Mega Drive

Codes
Houston v Seattle: D37IIW47
Houston v Buffalo: D4ZR6DNL
Houston v Washington: D5P3SJDX
Washington v Minnesota: C931VDH4

K

KLAX
Mega Drive

Warps
Make a large 'X' with the tiles on Levels 6 and 11 and you warp to Level 51!

Special game
Hold the Left and Up diagonal, [A], [B], [C] and Start simultaneously from the title screen for a special game.

Easy mode
Press [C] ten times from the option screen to get easy mode in the menu.

KING'S BOUNTY
Mega Drive

End sequence
Type in the following code: XYZ YZ VZC JAH DO MBP YRO PB 6HW 276 3W PNT 3YW X7 5QG VVR TQ PON DA964 8RC.
Now type in these co-ordinates on the continentia: X=21, Y=38. Fly here, choose the 'Search the area' option and prepare for the ending.

L

LAKERS VS CELTICS
Mega Drive

Just one game to win
Enter the code 3L2GJS to play LA Lakers against the Philadelphia 76'ers.



M

MAGICAL GUY
Game Gear

End-of-level bleeders!

Level 1: Stay on the left and shoot at the piano's eyes.

Level 2: Shoot numbers 2, 3 and 4 then shoot his head.

Level 3: Shoot bits over and over until they stop moving. Top, middle, bottom then the eyes.

Level 4: Hit the two ghosts in the middle, then the ship.

Level 5: After you've hit the balls, he starts darting about. Dodge and shoot.

Level 6: Collect the time icon (hand with clock). Use this to shoot the head.

MARVEL LAND
Mega Drive

End of game

Enter the password TRIDENT to reach the end of the game.

MERCS
Mega Drive

Challenging game

Go to original mode and press [A], [B], [C] at the same time. While holding these down, press Start. You enter a tough battle!

MIDNIGHT RESISTANCE
Mega Drive

Level skip

From the title screen, hold Down [C] and Start. During play, pause the game and press [A] each time you wanna skip a level.

MIGHT AND MAGIC
Mega Drive

General tips

Use the broom and the orb to visit the greatest fountain, located at 11,9 in region E2. Set Lloyd's beacon at that spot, then fly to town and save the game.

Visit the two fountains in region C1, they enhance spellcasting ability. They're located at co-ordinates 1,5 and 1,11.

Cast Lloyd's beacon and drink from the greatest fountain. You now have a party with incredible abilities. These enhancements are only good for one encounter.

Use the broom and the orb to go to co-ordinates 1,14 in region D3. There you encounter the Monster Masher and Lich. All the characters except the Cleric should attack the Masher. The

Cleric must cast Holy Word on Lich.

When the battle ends, you free the hireling and receive enough experience points to raise your characters to the 13th level. You earn quick experience and gold by fighting in the battle arenas. Always save before and after a battle. The best rewards are from fighting black ticket battles in Atlantium.

Delete every character except Sir Felgar. Trade his gold with your knight. All of your party should have an accuracy of over 16.

Create party. The most attributes you should have to begin are speed and endurance. Knights should have a high might score. Atlantium is the best trading centre.

Once on Level 6, you can get to Level 13. Buy the teleport orb and witch's broom. Retrieve the Holy Word spell from C1 and Lloyd's Beacon from Corak's Cave.

When you rescue Mr Wizard, he has all the spells on offer.

Spellcasters may receive spells through training. Some can also be bought at the Mage Guild and Temple.

As soon as you get to Castle Pinehurst, visit Peabody and help find his assistant. You can now travel to Castle Xabran. You must win the black triple crown and the Juror's quest before Queen Lamanda grants you an audience.

MOONWALKER
Mega Drive

Level select
Hold Up, Left and [A] on controller two. Press Start on controller one and select a single-player game. Use Left and Right to change levels.

MY HERO
Master System

Extra lives
Jump over knife and bomb throwers and hit them in the back. At the end of the first level, trip up the first three canines and leap over the last one. You get another life.



NEW ZEALAND STORY
Mega Drive

Level 1-3: Find the warp to take you to levels 1-4. Head to the top of the level until you reach a blue circle with an arrow in it. Go under it using

the platforms and jump onto the squares above the spikes. The warp is located in midair above the border in the background picture, just below the blue circle. Mind the drop, though!

Level 1-4: Fly into the gap between the spikes at the top of the level. When some Maoris appear on pink balloons, fall down onto the spikes below. When your next life begins, you should find yourself in the same place but in a balloon. While still flashing, burst the balloon on the spikes and leap onto the level above. Then kill a Maori, jump on its balloon and go left into the whale's domain.

THE NINJA
Master System

To complete the game:

Scroll one: This appears on the first level when you've killed four ninja.

Scroll two: When you arrive at round four, fire at the bottom of the left-hand dog statue.

Scroll three: At round six, keep on the left of the last bridge. Then find the tree above the first samurai home.

Scroll four: On round eight, go to the top of the last garden on the right and repeat the process as for scroll three.

Scroll five: Appears on Level 9. When you get to the top of the wall, stick to one side. When Ninniku walks along the wall, wait for a bit and the green scroll will appear. The last scroll shows the way to the temple entrance.

NINJA GAIDEN
Game Gear

To get to the higher levels, use these codes:

NINJA-Level 2
GIDEN-Level 3
DRGON-Level 4
SWORD-Level 5

Level 1: To kill the guardian, walk up close to him and look away. He lifts up his club. Turn back quickly and hit his stomach. Do this several times.

Level 2: Wait until the funnel at the top fires, then hit the men.

Level 3: Walk beside him, hit him then jump. Hit, jump, hit, jump etc. Just keep going!!

Level 4: Jump up at him, but keep moving along the bottom. Walk beside the three ghosts and hit them as they shoot over your head. Jump on top of 'em and go right. Collect the three-way shooter. As they circle, use your new weapon to hit them.

Level 5: Dodge the laser, jump and hit him. Try and complete the level as quick as possible. You then have enough time to fight the guardian.

O

ONSLAUGHT
Mega Drive

Easy game
Entering all zeros as the code will get you almost all the squares on the map. This leaves you only the easy mountainous areas to cope with.

OSOMATSUKUN
Mega Drive

Extra lives
On Level 3, climb onto the tortoise near the arcade. This warps you to a level with three extra lives. Completing this level will teleport you to back to the arcade and you can try it again and again. Oh, and again.

OUTRUN
Master System

Tactic and amusement
Make sure you always take the right-hand turns as these give you the fastest times. Instead of zooming off at the start, try staying still and watch what the man with flag does.

OUTRUN
Mega Drive

The end!
To see the end of the game, enter ENDING on the high score table.
Avoid crashing and you'll see three hidden airships on the second level.

PACMANIA
Master System

Hidden levels
To get to the hidden levels, simply eat all of the dots but don't gobble the power pills. A mystery icon should appear which you must grab. Eating it takes you to the bonus level. Don't get killed (ha!) on this level as you won't restart at the beginning of it. You're best bet is to munch as many points as possible.

PENGO
Game Gear

Level select
Hold down [1], [2] and press Up on the joypadwhen you switch on then press Start twice. This gives a select screen allowing you to change the number of lives and decide which level to start on.

P

PGA TOUR GOLF
Mega Drive

Easy game
Begin the tournament in Difficult mode, tee off and save the file. Go to the practice screen and enter the Amateur setting. If you start and restore your previous game, you can zip through the game on easy level and win all the time.

PHANTASY STAR
Master System

General hints
At the bottom of a Dezorian cave lies the Lac Shield. To get the Lac Armour, go to the far side of a pit trap in the same cave. Kill the two titans in the prison camp to find the Prism. The nasty bloke in Baya Malay has got the crystal. Exchange the Casba Gem for the Torch of Dezoris, you'll find this inside the red maze in the tower. The Lac Axe is kept by Medusa in her tower. At the top of Baya Malay is the Miracle Key.

PHANTASY STAR 2
Mega Drive

Slow motion
To move around in slow motion in the countryside, just pause the game with Start and hold down [B]. When exploring the dungeon, keep moving the menu screen up and down as fast as possible. Then move around as usual and forget about being killed!
General tips
Nei can be brought back to life while the last three characters are fighting. Have Shir steal some Moon Dew before going to Climatrol. Give this to any character apart from Nei. When Nei gets killed and during the fight with Neifirst, use Moon Dew to bring Nei back to the land of the living!

PHELIOS
Mega Drive

Extra continues
During the Chapter 1 intro screen, press [C], [A], [B], [A], [C], [A], [B], [A]. This takes the continues up to nine.
If you finish the game on Advanced mode, go back to the options screen. An Expert mode will have been added.

PITFIGHTER
Mega Drive

Here are the best moves to use:
Match 1 THE EXECUTIONER: Flying kicks ([C] then [B]), pick up ([A] & [B]) and throws ([A]).

Match 2 SOUTHSIDE JIM: Punches ([A]), throw barrels and knives ([A] & [A]), and flying kicks ([C] then [B]).

Match 3 ANGEL: Punches ([A]), throwing ([A] & [A]) and power pills out of the barrel ([A]).

Match 4 CC RIDER: Use the sticks ([A] & [A]), and the barrels, flying kicks ([C] then [B]) and throws ([A], [B] then [A]).

Match 5 CHAINMAN EDDIE: Flying kicks, power pills. Try running to one side then at him.Match 6 HEAVY METAL: Flying kicks, pick up and throw items.

Match 7 ANGEL: Same as above but this time she's meaner and has more power.

Match 8 MAD MILES: Use the flying kicks and sticks.

Match 9 SOUTHSIDE JIM: As before but has more power this time.

Match 10 CHAINMAN EDDIE (two): Get both the power pills in the barrels. Use flying kicks and items.

Match 11: Use all the items, two power pills and flying kicks.

POPULOUS
Master System

To get to later levels, use these codes:

0100 - CALEOLD
0199 - KILLMEHILL
1999 - ALPDEEND
2999 - SADENG
3999 - SUZLOPDON

4999 - KILLOGOAL

POPULOUS
Mega Drive

Level code calculator

To choose any stage, without a password, go to 'New Game' and wait for the password prompt. Hold down [B] and press Up and Down on the joypad. This should make numbers appear instead of letters. After a bit of practice you should be able to enter these numbers and go to new levels. Multiply the number of the level you want by five.

POSEIDON WARS 3D
Master System

Continue play

To continue where you left off, push Down, Down, Down, Down, Right, Right, Right, Up, Up and left.

Sound test

For a sound test screen press this sequence: Up, Left, Left, Down, Down, Down, Right, Right, Right, Right.

POWERBALL
Mega Drive

Extra teams

Pause the game in the first player league. When

you press [B], [B], [C], [B], [B], [C], you'll hear a bell. Pushing Down will reveal four extra teams.

Sound test

Enter the League Continue Mode and choose China. Try the password KWGEN and Start.

POWER STRIKE
Master System

Tips 'n' lives

Always pick weapon two. Press button [2] to make a ball at the front of your ship. This'll destroy any bad guys who run into it.

On the title screen, press Down, Right, Down, Down, Left, Right, Up, Right, [1] and [1] to get ten lives.

PRO BASEBALL SUPER LEAGUE
Mega Drive

Every one a winner!

To win every match: when you're fielding, go to the player change screen and press [C]. You're asked if you want to forget the match. Answer 'Yes' and you'll win 1-0. This only works when you're fielding.

PRO WRESTLING
Master System

Be the champ

Use the following tips to become world tag

champion. At the beginning of any round, go to the middle of the ring, face your opponent and kick. Step back once and kick him again. Once he's knocked down, go and hold him down for three seconds. Repeat this and you'll become champ

PSYCHIC WORLD
Game Gear

Level select/sound test

To select any level, and also hear a sound test, hold down Left and Up diagonal, [1] and [2] on the title screen, then press Start.



QUARTET
Master System

Power up

For more firepower, pause 14 times on the title screen to get wider shots.

Level select

To select any level, press up on pad two and pause 12 times. Press button [1] then pick your level.

R

R-TYPE
Master System

Invincibilty
Before you turn on the power, hold diagonal Down and Right on joypad one and diagonal Up and Left on joypad two. Turn on the machine and let go once the logo's appeared.
Bonus level
At the end of Level 4 there's a screen choc-full of green dots. Roughly halfway along there's a gap in the screen. Fly up into it and be whisked to a bonus level.

RAINBOW ISLANDS
Mega Drive

Early power-ups
Press Up, [B], Down, Left, [C], [A] and [A] on the title screen to get speed-up shoes at the start of the game.
If you press Up, [B], Down, Left, [C], [A], [A] and [B] on the title screen you'll get the speed-up shoes and the red pot.
Press Up, [B], Down, Left, [C], [A], [A], [B] and [C] to get speed-up shoes and red and yellow pots at the start of a game.

RAMBO III
Master System

Infinite bullets
If you're lucky enough to have a rapid fire module, plug it in and you'll get infinite bullets.

RAMBO III
Mega Drive

Full power-ups
Go to the two firing walls on Level 3 and destroy everything except one of the cannons. Click the yellow icon on the dagger and go to the bottom of the screen. Do this until you get 99 arrows, 99 bombs and 9 lives.
Invincibilty
Go to stage two and blow up the two crates. Walk to the right crate then walk away. Head right until the crate's half on the screen. Destroy it using a full power arrow and turn right. When you get to the wall, climb it and — ta-dah! — you'll be invincible.

RAMPAGE
Master System

Infinite lives and continues
Wiggle the directional pad clockwise and press buttons [1] and [2] at the same time. This grants infinite lives.
Infinite continues can also be yours. Wait until

the Game Over message appears then press both buttons and you'll begin the game at the start of the level you just finished.

RASTAN
Game Gear

Infinite continues
Simply press Up and Start at the same time!

RASTAN
Master System

Infinite continues
When the Sega logo appears, press down both buttons and push the Down and Left diagonal. You can now start as many times as you need.

REVENGE OF DRANCON
Game Gear

Bonus level
When you see a sign with a '2' on it, there's a snail on the ground and above it, in a tree, a banana. Kill the snail and grab the fruit. A red bag will appear. Get this and Ronnica will arrive and take you to the bonus level. Once there avoid getting another red bag as this will take you back to the game.
Level select
To select any stage, just push Down and press Start on the title screen.

THE REVENGE OF SHINOBI
Mega Drive

Infinite shuriken
On the option screen, choose zero shuriken and wait for about 40 seconds. When you hear a beep the zero will change and give you infinite shuriken.
Extra lives
On the second stage of level fou, fire at the base of the first conveyor belt. A special Musashi symbol will appear. Hop onto the conveyor belt and let it carry you off the end. You lose a life but gain two. Keep doing this until you have as many lives as you need.

RINGSIDE ANGEL
Mega Drive

Beat-you-up
To fight your own character, pick Cuty Suzuki and hold down [A] and Start on the fighter select screen.
No animation
If the computer match animation gets annoying, get rid of it by holding Start and pressing any other button.

ROAD RASH
Mega Drive

These codes will get you further into the

game:
43143 067K0 01EVD 57IRQ — Level 5, Diablo, £27,440
B0000 04RD0 11CAF 56C7B — Level 5, Panda, £26,230

ROCKY
Master System

Avoid damage
To skip a round and avoid getting damaged too much, press Up, Down, Left, Right and [2]. This takes you to the next round. You can do this until you get to the end of the game.



SAINT SWORD
Mega Drive

Use these codes to take you to later levels:
IQW1EL — Level 3-1
K2JOCK — Level 4-1
KWWKQQ — Level 4-2
QW10C2 — Level 5-2
S2YY2Y — Level 6-1
SOGZAL — Level 6-2
XXKSIS — Level 7-2

SECRET COMMANDO
Master System

Continue play
To continue on this shoot-'em-up, both players must hold down both buttons on the joypads and keep pressing Left and Right. This only works on Level 3.

SHADOW DANCER
Mega Drive

Level select
On the title screen, hold down [A], [B], [C] and Start. This lets you play any level.
Bonus points
If you can clear a level without using your weapons you'll be awarded 100,000 points.
Extra life
On the bonus stage, don't kill any ninja. You'll be rewarded with an extra life.

SHINOBI
Game Gear

Sound test
Push Up and Start for a sound test.
Extra life
In the second part of the Woodland Level, head for the top of the tower where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. A 1-Up appears.

Tackle the levels in this order: Highway, Harbour, Valley and then Woodland.

SHINOBI
Master System

Level select
Press the joypad diagonal Down and Left together with button [2]. This lets you choose the level to start on.

SHINTEN MYOOH
Mega Drive

Invincibility
Select Ayame and Kotaro. When one of them dies, wait until his knees are about to touch the floor, then press Start on the other controller to get invincibility.

SHOVE IT
Mega Drive

Last level
Entering the the code !AYASAM! on the password screen, will let you play the final level.

SONIC THE HEDGEHOG
Master System

LOCATING LIVES!
Green Hill Zone (Act 1): After the first set of spikes,

walk right till you come to a palm tree next to ten rings. Hidden in the palm tree is the extra life. Stand under the leaves of the tree and jump. The extra life falls down.

Green Hill Zone (Act 2): When you first touch water underground, push left until you walk into a wall. Jump holding the left D-button down. You disappear into the wall and reappear in a room containing an extra life.

Green Hill Zone (Act 3): Jump the first set of spikes and fall down the second. Walk right and you come to an extra life.

Bridge Zone (Act 1): When you arrive at the second see-saw with the weight on one side, wait while you build height, push right and you land on a higher platform with an extra life on it.

Bridge Zone (Act 2): After the first power-up arrow box, there's a short bridge. Walk to the end and fall off. Floating on the water is an extra life.

Bridge Zone (Act 3): Easy! Just push the left D-button as soon as the level starts. Bingo! There's an extra life!

Jungle Zone (Act 1): You should see the extra life on the water. Fall, but to get it you must jump onto the platform below the extra life. Drop onto the next platform along and jump up one place. Turn left and jump across twice to find the extra life.

Jungle Zone (Act 2): You find the life by completing the Act, but mind, there's a spring hidden under the extra life!

Jungle Zone (Act 3): Jump onto the first vine and walk off the edge into the water. There's a hidden extra life, but don't walk past it, otherwise you fall off the

edge and die.

Labyrinth Zone (Act 1): When you leave the water for the last time, there are ten rings. To the left of the rings is a button. Step on this and the rings turn into a life.

Labyrinth Zone (Act 2): When you reach the first air supply, walk left and drop down. Shoot when you touch the bottom. Walk left and you find the extra life.

Labyrinth Zone (Act 3): Jump on the spring. When you hit the roof, push the left D-button and land on the platform. Jump past all the spikes and you come to an extra life.

Scrap Brain Zone (Act 1): When you reach the conveyor belts, the second has an extra life on it. Be quick or it rolls off the edge. Be careful you don't fall off the edge as well.

Scrap Brain Zone (Act 2): When you come to a choice of either up or down, with the extra life to your left, choose down. Then walk right, off the edge. When you touch the bottom, there's a choice of two teleport pads. Choose the one on the left. You're teleported to the room containing the extra life.

Scrap Brain Zone (Act 3): On the right of the first conveyor is a spring. Jump up and hold the right D-button down. Jump on the next spring and hold down the right D-button again. Carry on walking right. Drop down the hole on the bottom. On the left there's the room containing the extra life.

Sky Base Zone (Act 1): When you come to a gun that fires in a north-westerly direction, you find nine rings on a platform (just to the right of the gun). Walk right but don't jump up to the platform. Just fall, you should land on the life!

Sky Base Zone (Act 2): At the start of the level, don't climb the ladder. Walk to your left, until you come to the end of the platform. Drop off the edge and land on a black and yellow platform. This carries you under the airship. As soon as you see another platform, jump on it. It takes you to a ladder. Climb this and at the top, there's an extra life.

COLLECTING CHAOS EMERALDS!

Green Hill (Act 2): When you come to an upward facing spring with a palm tree on the right, don't jump on it, go left into the cave instead. Kill the two crabs by rolling towards them. Walk left then drop down the wall fall. On the right is the emerald.

Bridge Zone (Act 1): Just before the second collapsing bridge is a spring. Below this is the emerald. Stand on the first section of the bridge. As it drops, push left to get the emerald.

Jungle Zone (Act 1): At the second water fall, jump on the log and wait until you touch the water. Jump to the left. You land on a platform. Walk left off the platform and you land on a log. You can move this. Push left and the log will float across. Get the emerald and jump back on the log. Push right. This is handy 'cause you can walk all the way along the bottom of the level, almost to the end!

Labyrinth Zone (Act 2): At the end of the level, collect the invincibility icon. Keep going, but be quick so invincibility doesn't run out before you jump on a set of spikes. Hidden in the spikes is a chaos emerald.

Scrap Brain Zone (Act 2): When you come to a choice of up or down, choose up. When you get to the top, jump across the gaps. Drop down the last gap and

walk right into the room. If you go on the teleport pad, you end up in the room with the emerald.

Sky Base Zone (Act 2): When you've collected the extra life, look to the right and you should see another yellow platform. Jump across and keep changing platforms. You're carried to the emerald. After you've grabbed it, walk into the chain to find the right route through.

SPACE HARRIER
Master System

Extra continues
On the title screen, move the joypad Up, Up, Down, Down, Left, Right, Left, Right, Down, Up, Down and Up.

Sound test
Right, Left, Down and Up on the title screen.
You can also set the difficulty level by choosing tunes 7, 4, 3, 7, 5, 8 and 1 on the sound menu

SPACE HARRIER II
Mega Drive

Options
Press button [A] on the title screen and you can change difficulty, direction and auto fire.

Level select
On the beginning sequence in the spaceship, press [A], [B] and [C] and move the control pad Left or Right to select the level you want.

SPACE INVADERS '90
Mega Drive

Level select
On the title screen, press [A], [C] and Start together. The screen will go black. When it does, press [B], [A] and [C].

Sound test
For a sound test, press [A], [B] and Start at the same time. Then press Right, Right and Down.

SPELLCASTER
Master System

Use the following password to get near the end of the game:
p1jDjZK09mZpeEljioxoGUHC.

SPY VS SPY
Master System

Easy!
Go to the airport room first. Wire up all the doors with booby traps and wait. When the other player enters the room he'll set the traps off and drop the goodies. Step out of the door, grab the goodies and fly off to the next embassy for an easy win.

STORMLORD
Mega Drive

Level skip

Pause the game. Press [C] once, [B] three times, [A] four times, [C] twice and [A] four times. This takes you to the next level. You can then do this to reach all ten levels.

Extra time

Pause, press [B] once, [A] three times, [C] once, Up three times and [A] three times. You now have loads of time to complete the level.

Extra lives

Pause the game, press [A] four times , [C] twice, [B] three times, [C] once and [A] once. Press Start and count those lives!

STREETS OF RAGE
Mega Drive

'Continue play'

Press Start on the second joypad when player one's about to die. Let the first character get killed and you continue with player two.

STRIDER
Mega Drive

Level select

When the master laughs before the start of a game, hold the joypad Down and press buttons [A], [C], [B], [C] and [A] to select any level.

SUPER HANG-ON
Mega Drive

Options menu

Hold down buttons [A], [B] and [C} pressed down and turn on the machine. On the title screen, keep them held down and press Start.

End sequence code

5FF3F546F35564 FF0SLPIMFJQNKS

Lots of cash code

51B04000A0500070J0CG976ACMG1

SUPER LEAGUE
Mega Drive

Use these password codes. The first one will give you a four-game lead and the last three will show you something interesting:

JORQWVVRROOQSHPQGUDEAM
Zb6jpqrnmGnYWQXaHuFFAB
RGhiopqmljhZZSUXVtEEAE
VU91rstpomXcZTiebrHWyW

SUPER MONACO GP
Game Gear

Let go of button [1], when going round corners, and rapidly press it instead. This makes you stay on the track but keep up a constant speed.

SUPER MONACO GP
Mega Drive

Drive for the best team, have previous World Championship wins and loads of driver points by entering this code:

0Q76 2ILM F200 0000
0010 H10F B324 5D76
CA89 EGC1 0000 0002
0000 0000 F200 2CAC

Come first, second or third in wet conditions, and hold down [A], [B] and [C]. Watch at the prize-giving ceremony as your driver takes his head off!

SUPER REAL BASKETBALL
Mega Drive

Free shot
Dash to your opponent's side of the court with the ball and stand still inside the three-point line. You should be awarded a pushing foul every time which also means a free shot.

Sure score
To be sure of scoring follow this tip. When you go for a three-point basket from the front and the animated screen appears, press [A], [B] and [C] seven times to score. From the side press [A], [B] and [C] four times followed by [A] and [B].

SUPER TENNIS
Master System

Perfect serve
For a perfect serve, go to the bottom corner of the screen and hold down [1]. This will work on any level above two.

SUPER THUNDERBLADE
Mega Drive

Level select
Press [A], Up, Down, Left, Right, Right, Left, Down and Up on the title screen. Press Up and Start to reach a level.

Lots of lives
Press [A], [B], [C] and Start on the title screen to begin the game with 30 lives.

Invincibility
Go to the options screen and choose Hard. Start the game and fly to the top-left or right-hand corner and your enemies won't be able to hit you. This only works on the first three levels.

SUPER VOLLEYBALL
Mega Drive

Enter these codes to send the USA up against various countries:

HLXLA — USA vs China
RLVLK — USA vs Japan
RMXRU — USA vs Italy

RUFOR — USA vs France
RSAAV — USA vs Holland
RQVA2 — USA vs Brazil
RP.VE — USA vs Russia

SWORD OF SODAN
Mega Drive

Level skip
Get a high score and enter your name as HINANP:). The next time you play, skip through the levels by pressing Start on joypad two.
You can also skip levels by drinking four Etherium potions.

SWORD OF VERMILLION
Mega Drive

Test mode
To flip the game into test mode, press [A], [B], [C] and Start together on the second joypad.
Cleanse a cursed sword at a church for increased sword hit power.

T

TAZ-MANIA
Mega Drive

Secret room

On the Arctic level, stay on the last ice block and hold Down and [C]. Taz drops into a secret room loaded with extra lives and goodies.

TECHNOCOP
Mega Drive

Extra energy
Pause and hit [C] ten times, [A] five times, [B] twice and [A] ten times. Switch pause off and your energy's restored.

TEDDY BOY
Master System

Level select
Up, Down, Left and Right. A different screen appears. You'll then be able to pick and choose where you want to start.

TENNIS ACE
Master System

To beat your opponents, try these codes:
ERVO URSM WRHB OKRF — Your scores are set at 30
EZCV FHAM WPBB OKRF — Italian singles final vs Noah
EBRO FKJM WWBB OKRN — French singles final vs Noah
NKOF VVLG LKGS FCKK — Doubles final vs Noah and Becker

TETRIS
Mega Drive

Fast game
You can play a mega-fast game by pressing Start and Down on the joypad.

THUNDERBLADE
Master System

Invincibility
Press Up, Down, Left, Right and button [1].

THUNDERFORCE II
Mega Drive

Level select
Hold [A] and press Start. Choose the hardest level and complete the game (if you can!). You can now pick any level.
Points bonus
Complete a side-view level without killing anything except the end-of-level boss and gain 500,000 points.

THUNDERFORCE III
Mega Drive

Full power-ups
You can get full power-ups if you pause the game and press Up ten times, Down, [B], Down, [B], Down and [B]. Get all the weapons by pressing

[B] and [A] to get the claw.
When the game's finished, press [C] to animate the onscreen characters.

TIME SOLDIERS
Master System

Invis/invincible
In a two-player game, one of the players can walk off the screen and become invisible and invincible.

TRANSBOT
Master System

Options screen
Turn on the machine while holding button [2] and Down. Wait for an options screen to appear. Press Up for infinite lives, Down for infinite weapons, Left for power and Right to cycle through weapons.

TRUXTON
Mega Drive

Flashy!
While the skull explosion from a smart bomb's still onscreen, wait for 15 seconds then restart the game. There'll be a spectacular onscreen effect.

TWIN COBRA
Mega Drive

Extra continues
Keep pressing [A] on the title screen and get up to 14 extra continues.
More smart bombs
Pause the game and press Up, Down, Left and Right, then hold B and Start. This will unpause the game and restore your smart bombs.
End sequence
On the title screen, press Up, Down, Left, Right, [A], [B], [C] and Start. Sit back and watch the amazing end sequence...



VALIS III
Mega Drive

Maps
At the title screen, hold Up, [A], [B], [C] and Start to select a map. When a black screen appears, let go of all the buttons. Press Start to change the map number.
Slideshow
On the title screen hold Up and Left diagonal, [A], [C] and Start. This gives you an options screen allowing you to view the pictures in the game.

VERYTEX
Mega Drive

Extra life
Hold down [A], [B], [C] and pause the game. Press Down and Start to get an extra life. Keep doing this for even more lives.
Shield
If you'd like a shield for your ship, hold [A], [B], [C] and pause the game. Hold Right and Start to continue with a shield.

VIGILANTE
Master System

Level select
Select any level by pressing Up and Right diagonal and buttons [1] and [2].



WANTED
Master System

Level select
Uncross = Fire at the title screen. Press pause and shoot one of the exclamation marks at the bottom right of the screen. When the round selector appears, shoot the number of the round you want.

WHIP RUSH
Mega Drive

Power-up
When an end-of-level guardian's dying, hold down the [A] button. You be blessed with flame power-ups — but they don't last long.

WONDERBOY
Game Gear

Skip levels
Skip through the levels by pressing Down and Start on the title screen. Push Up on the joypad to choose the level.

WONDERBOY
Master System

Level select
Press button [1] three times on the title screen. Press button [2] twice and hold both buttons down. Use Up to change levels.

WONDERBOY III: DRAGON'S TRAP
Master System

Legendary weapons code — 9JC5 YHX XN4U HT2.
Infinite whirlwinds, thunderflashes, arrows and fireballs — WEST ONE 0000 000
You'll be resurrected if you die wearing Hades

armour.
Start the game with all available weapons, stones and armour by entering spaces as the password.

WONDERBOY IN MONSTERLAND
Master System

Lots of money
Stick a joypad in port two and press button [1]. A status screen will appear. To get loads of money just repeat this process.

WORLD CUP ITALIA '90
Mega Drive

When playing against the computer, pick a team with good defence and attack skills like Argentina, Russia or Brazil.

WORLD SOCCER
Master System

Guaranteed goal
To beat the goalie everytime, press button [2] when you kick off and wait until the ball arrives at the arrowed man. Then press [1].

WRESTLEBALL
Mega Drive

Hidden teams

Hold [B] and keep pressing Down on the team-select screen for four hidden teams.

Winning team

The unbeatable karate team can be selected by entering KW6EN on the password selection screen.

ZILLION
Master System

Secret room

At the dead end, shoot the wall in front of you 15 times to reveal a secret room.



ZILLION II
Master System

Continue play

If you die, press buttons [1], [2] and Up. You'll continue from where you left off.

ZOOM!
Mega Drive

Options screen

Use the sequence Up, Up, Down, Down, Left, Right, Left, Right, A and B on the player selection screen. Do this slowly or it might not register. A menu appears with options including a music test, demo play and unlimited continues.